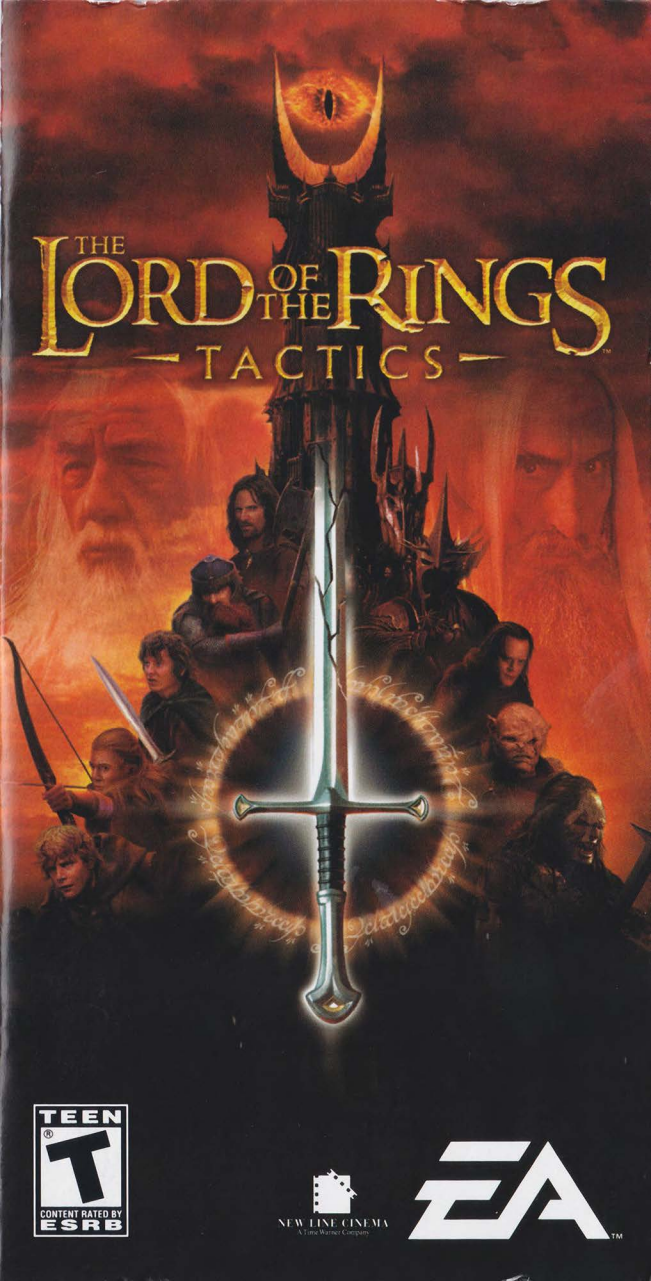
THE LORD OF THE RINGS
TACTICS
TEEN
T
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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

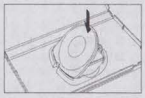
Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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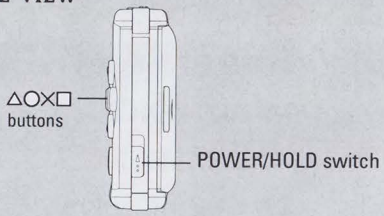
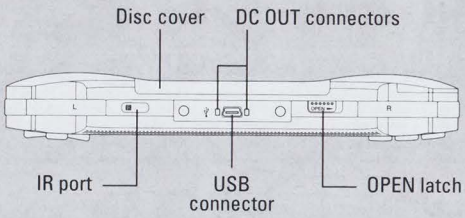
GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *The Lord of the Rings: Tactics*™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

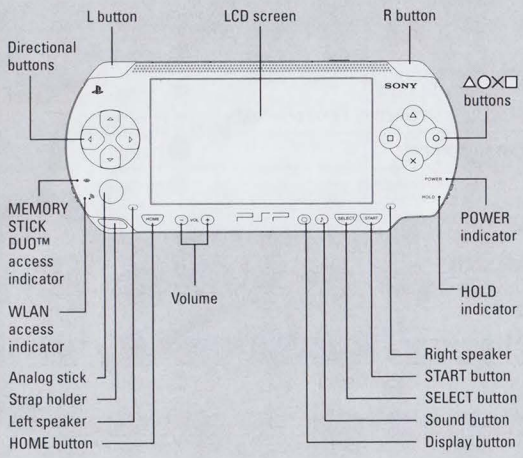
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME

PSP™ (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMMAND REFERENCE

General Controls

Move camera	Analog stick
Move grid/attack cursor	D-button
Select unit	⊗ button
Detailed unit stats (with unit targeted but not selected)	▢ button
Execute orders	○ button
Cancel/Deselect unit	△ button
Cycle to next friendly unit	**R** button
Toggle HUD stats	**SELECT** button
Access pause menu	**START** button

Movement Phase (With Unit Selected)

Lock in movement order	⊗ button
Show potential targets	**L** button

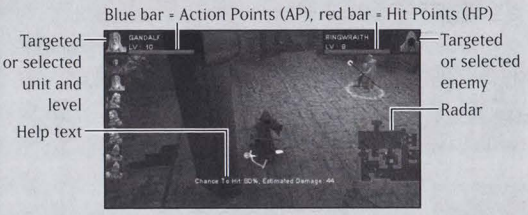
Combat Phase (With Unit Selected)

Lock in attack order	⊗ button
Action menu	▢ button
Cycle to next potential target unit	**L** button

PLAYING THE GAME

Build your own Fellowship of heroes or create the ultimate force of evil then lead it in a campaign to bring freedom or terror to Middle-earth. Seize the high ground, lay ambushes, and unleash your heroes' unique abilities as you try to out-plan and outmaneuver the enemy. The board is set. The pieces are in motion. What happens next is up to you.

GAME SCREEN



❖ Press the **SELECT** button to view Hit Points (HP) and Action Points (AP) for your selected unit and enemy.

Stat Abbreviations

If you are in the attack phase, press the **SELECT** button for these additional stats:

MAR/RAR — Melee Attack Rating/Ranged Attack Rating—the main factor in determining whether or not your attack is successful.

MAD/RAD — Melee Attack Damage/Ranged Attack Damage—the average damage caused by your unit's attack on any target.

DR/AR — Defense Rating/Armor Rating—the main factors affecting the enemy's ability to defend/block your attacks.

Icons

The following icons appear depending on the situation.

Targeted friendly unit (blue)/
Selected unit (gold)

Inaccessible tile

Destination tile

Unit set to use a skill or potion

Melee attack

Ranged attack

Captured flag (Capture the Flag mode)

Game Progression

After you choose which side to lead on a campaign through Middle-earth, you can view the units (characters) for that team. At the character screen, press the D-button ↔ to cycle through the units. Press the **L** button and the **R** button to cycle between the Stats, Inventory, Skill Shop, and Item Shop tabs. The ○ button is used to make selections and the ✕ button brings you to the map screen.

At the map screen, press the D-button to select a mission. Press the ✕ button to view the highlighted mission's objective and winning conditions, a hint, and the units available for that mission. Press the ✕ button again to begin that mission.

After you complete a mission, the Battle Rewards screen shows you which upgrades your units unlocked. The Experience Earned screen shows the gold you earned and the new experience points and levels for each unit.

Units

Each team has six hero units that are essential to your campaign. During certain missions you also control non-hero units, but only hero units earn experience points (by wounding and killing enemies) and climb experience levels. As your hero units level up, they become more powerful and gain access to new items, weapons, and armor.

Each unit performs differently in battle depending on such factors as strength, spirit, fear, stun, and poison resistance. Fear, for instance, causes a unit to panic, resulting in weaker defense and lower accuracy.

You can view each hero unit's stats at the character screen, including:

Action Points The points required to perform skills.

Hit Points The unit's health.

THE HERO MAKER

Spend the power you earn in battle on new skills and items for your units. Note that the power you possess is for your whole team, and when you buy an item, it is available to the whole team. When you purchase a skill, however, it only applies to the unit for which you buy it.

- Items are single-use but you can buy multiple copies of an item. You only need (and are able) to buy a skill for a unit once because it is a permanent upgrade for that character.

You can access the Skill Shop and the Item Shop from the character screen before you set out on your campaign and between missions. Highlight a skill or item to see its effect and cost. Press the ◯ button to purchase the skill or item—purchased items appear on your Inventory screen.

- Skills and items in red are those you currently cannot afford. Skills in gray are ones you have already purchased.

GIVING ORDERS

During each turn you give orders to all units under your command. Giving orders takes place in two phases: the movement phase, followed by the attack phase. In both phases you select a unit by targeting him or her and pressing the ✕ button. The game features a simultaneous turn-taking, meaning that your enemy is issuing orders at the same time as you.

Movement Phase

When you select a unit in the movement phase, the highlighted tiles show you the possible destinations for the unit. The range of tiles differs depending on the unit.

- To pursue an enemy unit, set a move order to the unit's tile. The unit set to pursue will do so as best as the situation and terrain allow.

After you issue the movement order for a unit, a line appears on the grid leading to a star icon ✳ in the unit's destination tile.

Once you execute the orders (press the ◯ button) the movements play out. However, your units may not necessarily reach their objective tiles—if one of your units lands on a tile within an enemy unit's Zone of Control (one tile in each direction from the enemy except diagonally), or if another friendly unit blocks the path, your unit stops at that tile.

Combat Phase

After the movement phase plays out, you move into the attack phase. After you select a unit, target an enemy for that unit to engage in combat. Your target icon changes depending upon the type of attack your unit will perform: two swords for a melee (close combat) attack, a crossbow for a ranged attack.

- Your unit must be able to see a target unobstructed in order to use a ranged attack. Press the **L** button to cycle between enemies the selected unit can target.
- Your unit cannot perform a ranged attack if he/she is engaged in melee combat.

After you issue the attack order for a unit, a line of arrows appears showing you which enemy your unit is set to engage. Once you have issued attack orders for all units, execute the orders (press the ◯ button) and watch the attack phase unfold.

Using Skills and Items

Instead of a melee or ranged attack, you can use a skill or item in your inventory. For instance, if one of your units is injured, you can use the unit's attack round to heal that unit with a potion. Your unit is not able to attack during this round. Any unit can use any potion within your inventory.

- To use a skill or item, select the unit, press the □ button, then select ITEMS or SKILLS. Select from the list of items or skills in the upper left of the screen. The effect of the highlighted skill or item appears at the bottom center.
- If you do not have enough Action Points to use a skill, it is grayed out.

PAUSE MENU

To access the pause menu, press the **START** button. From the pause menu you can save your game, adjust audio and video settings, change game options, view mission objectives, and change your controls.

Saving and Loading

Save your progress on a single-player game at any time by pausing the game and selecting SAVE GAME.

Once you have a game saved, you can load it upon start-up by selecting LOAD GAME from the Main menu.

MULTIPLAYER MODE

Challenge a friend—or friends—to a battle of skills and strategies as you see who will rule all of Middle-earth. Up to four people can engage in multiplayer warfare in Ad Hoc mode with a simultaneous turn-based encounter system that delivers a combat experience like no other.

You have a set number of points to spend when selecting units for your team. Different units cost different amounts of points based on their statistics. You can even import your leveled-up single-player heroes and choose them for your team, if you have enough points. However, your imported heroes only bring their experience and skills with them, not their inventories.

❖ Import your custom heroes by selecting LOAD HEROES from the Multiplayer Options screen before starting a multiplayer game.

NOTE: You must have the WLAN switch on the left side of your PSP system set to ON to be able to play in multiplayer mode.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN).

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

SETTING UP A MULTIPLAYER GAME

You can choose to either join an existing multiplayer game or host your own.

To host a game:

1. Set the game options—Map, Number of Players, Time Limit Per Round, Handicap, and Army Build Points (the number of points you have to spend on your units)—then press the **START** button to continue setup.
2. Highlight Player 1 and press the ⊗ button when you are ready.

❖ If Handicap is enabled, this screen also allows each player to adjust their Army Build Points.

3. When all other players join in and set their status to "Ready", select CONTINUE.
4. Select heroes and troops for your team.

❖ You can also choose the experience level for each hero, but higher levels cost more points. You have a limited number of points to spend on your units, so choose carefully.

❖ If you previously loaded your custom heroes and wish to use them, select the hero you want to use and press left on the level selector until it changes to the letter C.

❖ The green dots in the lower left show which players are read to go to war.

5. When you have your team set, select CONTINUE. The battle begins.

To join a game:

1. Select JOIN GAME from the Multiplayer Options menu then select from the available games.
2. From the player select screen, continue as you would in a hosted game.

HINTS AND TIPS

❖ Elevated tiles give a unit's attack greater strength and accuracy.

❖ Rubble, mud, and other rough terrain can slow you down, so pay attention to where you send your units.

❖ Units on adjoining tiles boost each other's armor. A unit on a tile next to an enemy decreases that enemy's defense against attacks from all of your units.

❖ Be adaptable—different situations and different foes require different tactics, so don't lock yourself into one narrow strategy for all missions.

LIMITED 90-DAY WARRANTY

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Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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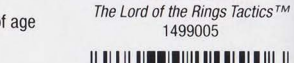

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